

PURSE SEINE SET LOG

This log contains detailed questions about the setting and hauling of the gear, and the haul's catch. Complete a new log after each setting of the gear. If you feel that you can not go out on deck for weather related safety reasons, record as much information on this log as possible (*i.e.* Header information, weather, depths, times, positions, *etc.*).

The species summary section of this log should be used to record catches of all species (some exceptions listed below), debris and shells. Species caught that should not be recorded on this particular log include: pelagic species (*i.e.* swordfish, billfish, tuna, bonito, sharks, *etc.*), sturgeons, rays or tagged fish. Those species must be recorded on an Individual Animal Log. All marine mammals, sea turtles, and sea birds caught in the gear must be recorded on a Marine Mammal, Sea Turtle, and Sea Bird Incidental Take Log. See Appendix R. Species List and Corresponding Logs for a list of species and the log(s) on which to record them.

If there are insufficient lines on one form for all species caught in this set, continue listing species on an additional Purse Seine Set Log, making sure to complete all of the Header Information (A-C), GEAR CODE (D), GEAR NUMBER (1) and HAUL NUMBER (E).

If information is unavailable or unknown to any questions except a "No/Yes" question, record a dash (-) in the field. If the answer to a "No/Yes" question is unknown, record a "9" on the line next to the code for "No" to indicate that the field was not skipped, but the answer is unknown. If a field relates to a question to which you previously answered "No", leave the field blank.

Become familiar with the following definitions.

DEFINITIONS

Set Begin: The skiff hits the water.

Set End: The purseline is closed off and all rings are brought up alongside the seiner vessel.

INSTRUCTIONS

For instructions on completing fields **A-W**, refer to the Common Haul Log Data section of the NEFSC Observer Program Manual.

1. GEAR NUMBER: Record the gear number used for this set as uniquely identified on the appropriate Purse Seine Gear Characteristics Log(s).

2. GEAR CONDITION: Indicate the condition of the gear at haulback, even if this was the condition of the gear when set, by recording the most appropriate two digit code listed below, and in Appendix J. Gear Condition Codes:

- 000 = Unknown.
- 510 = No or insignificant gear damage.
- 520 = Minor wrap of wire around gear.
- 530 = Major wrap of wire around gear.
- 540 = Minor tear-ups of net, not exceeding total of 5% of the net.
- 550 = Tear-up exceeding code 54, but not total, net destruction.
- 580 = Total net destruction.
- 990 = Other, specify in COMMENTS.

3. BEGIN/END DATE: Record the month, day, and year, based on local, that the set began and ended.

4. BEGIN/END TIME: Record the local time, using the 24 hour clock (0000 - 2359), that this set began and ended, *i.e.*, when the skiff hits the water (Set Begin), and when the purseline is closed off and all rings are brought up alongside the seiner vessel. (Set End).

5. SET SPEED: Record, to the nearest tenth of a knot, the speed of the main vessel setting the net during the set.

6. WATER TEMPERATURE, SET BEGIN: Record, to the nearest tenth of a degree Fahrenheit, the surface water temperature at set begin.

NOTE: If this temperature is obtained in Celsius, use Appendix Q. Conversion

Tables to convert it to Fahrenheit.

NOTE: Use a “ScoopMaster” thermometer to obtain this temperature.

NOTE: Especially if an incidental take occurs in this set, a WATER TEMPERATURE **must** be recorded.

7. PLANE USED: Record whether a spotter plane was used this day by placing and “X” next to the appropriate code:

- 0 = No.
- 1 = Yes.

8. TIME UP: Record the local time, using the 24 hour clock (0000 - 2359), when the spotter plane took off this day. Arrange with the captain to have the pilot provide you with this information over the radio.

9. TIME DOWN: Record the local time, using the 24 hour clock (0000 - 2359), when the spotter plane landed this day. Arrange with the captain to have the pilot provide you with this information over the radio.

10. SET BY PLANE?: Record whether a spotter plane was used to set on this school of fish by placing and “X” next to the appropriate code:

- 0 = No.
- 1 = Yes.

11. SET ON DEBRIS?: Record whether this set was made on debris by placing and “X” next to the appropriate code:

- 0 = No.
- 1 = Yes.

12. SUCCESSFUL SET?: Record whether the captain felt the set was successful by placing and “X” next to the appropriate code:

- 0 = No.
- 1 = Yes.

13. FISH LOST?: Record whether fish were lost during the setting process by placing and “X” next to the appropriate code:

- 0 = No.
- 1 = Yes.

NOTE: This information should be obtained from the captain.

Example: Fish escaped over the floatline before the encircling was completed.

FISH PUMPING

14. BEGIN/END DATE: Record the month, day, and year, based on local time, that the fish pumping began and ended.

15. BEGIN/END TIME: Record the local time, using the 24 hour clock (0000-2359), that the fish pumping began and ended, *i.e.*, when the fish pump is attached to codend and is initially turned on (fish pump begin) and when the fish pump is turned off and fish are no longer coming out of the dewatering box (fish pump end).

16. CAPTAIN'S CATCH ESTIMATE: Record, in whole pounds, the Captain's catch estimate of the total catch prior to pumping the catch onboard.

17. BUNT: Record whether the bunt was visible at the completion of the pumping process by placing an "X" next to the appropriate code:

- 0 = No.
- 1 = Yes.

18. FISH PRESENT?: Record whether there were fish present in the net at the completion of the pumping process by placing an "X" next to the appropriate code:

- 0 = No.
- 1 = Yes.
- 2 = Could Not See.

19. LOCATION OF NET: Record the location of the net when the remainder of the catch at the completion of the pumping process was emptied by placing an "X" next to the appropriate code:

- 1 = Off Stern.
- 2 = Side of Vessel.
- 3 = On Deck.

COMMENTS

Record any additional information about this gear, *i.e.* unusual set methods, bringing the fish aboard using a suction pump. If more room is needed, use the back of this log, making sure to write “See Back” on the front of this log. Reference each comment with its corresponding field name.